Following is a detail of how to address an individual MCU-32E in a multi-frame ANI system. Please note that the address is only read at power-up and will not change dynamically even if the address jumpers are changed. Also the maximum number of frames currently supported is 8 (addresses 0 thru 7).

MCU-32 Euro Connector Pins

```
Row    C     B      A
 26    x     A0     Gnd
 27    A1    A2     Gnd
 28    A3    A4     Gnd
```

The frame address is obtained by grounding the appropriate pins to achieve the desired address number in a binary fashion. Some examples:

```
Adr            Jumpers To Ground
0                    None
1              A0
2              A1
3              A0, A1
4              A2
5              A2, A0
6              A2, A1
7              A2, A1, A0         <-- Max address currently supported
-              - - - - - - - - -
31             A0, A1, A2, A3, A4 <-- Max address possible with current hardware
```